

Ghosts 'n' Goblins

Introduction & Scenario

Ghosts 'n' Goblins is the authentic home computer version of the classic coin-operated arcade game from Capcom, authors of best sellers including the world beating Commando and 1942.

Ghosts 'n' Goblins is the classic fighting fantasy story, heroic knight to rescue beautiful maiden from clutches of demonic Overlord. Featuring some stunning effects and graphics, this technically excellent game is clearly another winner from the Elite/Capcom stable.

LOADING INSTRUCTIONS

System Format Instruction
Amstrad/ Cass Run "ELITE"
Schneider Disc Run "ELITE"

Spectrum Cass Load ""

Commodore 64/128 Cass Shift & Run/Stop

Disc Load "*",8,1

Commodore 16

Load "Elite"

BBC/Electron

Cass Chain ""
Disc Shift & Break

PLAYING INSTRUCTIONS

 Spectrum

 Right
 = 0

 Left
 = 9

 Up
 = 2

 Down/Crouch
 = W

 Fire
 = M

Jump = X or redefine keys, or use Kempston or Sinclair Joystick Interfaces.

Amstrad/Schneider

ESC Abort User definable Right Left User definable User definable Up User definable Down/Crouch User definable Fire User definable Jump User definable Hold

Commodore 64/128
Use joystick only.

or use joystick.

Commodore C16
Use joystick only.

Copyright – Elite Systems Ltd – 1985 All Rights Reserved Worldwide. Unauthorised copying, lending, broadcasting or resale without express written permission from Elite Systems Ltd is strictly prohibited.